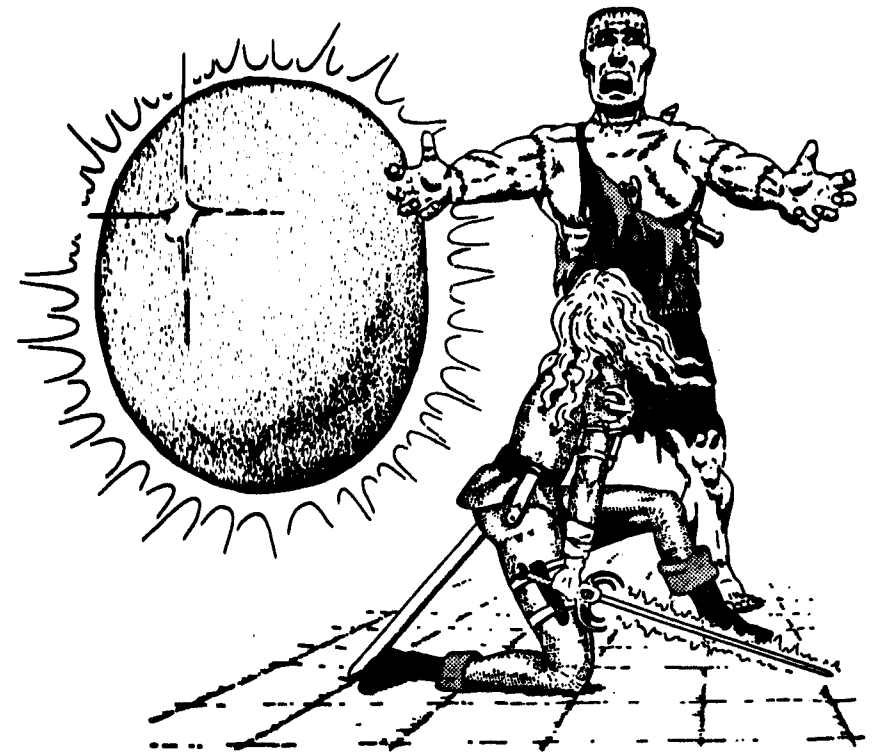


239
THREE C's
PROJECTS
P.O. Box 1323
Hamlet, NC 28345

THE POWER STONES OF ARD

THE QUEST FOR THE SPIRIT STONE



THREE C'S
PROJECTS

WRITER & PROGRAMER
BILL CLEVELAND
©1987

THE TAVERN was dimly lit making the deep furrows in the old sage's weathered face seem like rivers of shadow. His hands trembled from the weakness of age as he lifted his flask of ale. This and a meal of meat and bread were his price for sharing from his vast knowledge. His eyes were dark and deeply set giving silent testimony to the multitude of wonders and countless dark mysteries they had beheld. "So, you would have me tell you where to go to have a GRAND adventure and achieve great wealth and power in the process!", he began. "Those are very lofty ambitions for one such as yourself, having obviously limited experience and resources. Why, you don't even own a weapon! It's the likes of you that keep me well fed asking to hear tails of legends and lore to fuel your misguided dreams of heroics and grandeur and it's the likes of you that keep the evil monsters of this world well fed by trying to live out those dreams!

"And yet, young one, I sense in you something that makes me believe you just may have what is needed to succeed where so many before have failed. There is one quest I will tell you of which, should you complete, would certainly mean wealth and power beyond your wildest imaginings....as well as the great many adventures that are to be had along the way."

The sage sipped his ale, his dark eyes peering over the rim of his flask and across the table. The constant din in the crowded tavern had a moment before seemed deafening. Now, as the sage paused in his story, that same relentless roar seemed miles away.

"Millennia ago, a number of very

powerful wizards came together in a far away fortress with the rather noble intent of combining their powers to rid the world of evil. They met with only limited success at first and soon found themselves under siege from those forces they had failed to destroy. It was in these dark times that a desperate and daring plan was born. The wizards inscribed on the floor of the great hall a Korwin circle and empowered it with all the magic they possessed. Then, forming a continuous ring around the outside of the circle, they each began casting the most powerful spells they knew. It is said that their aim was to generate a zone of such intense magic that the deadly hord who had breached the outer defences would be driven or frieghtened off. However, the use of their cumulative sorcery culminated in the production of something of a magical magnitude even they had not expected. From the very core of their magic emerged three small stones of incredible power. These stones took their name from the fortress where they had their genesis and so became known as the power stones of Ard.

"Now, I could spend days telling you of the events that followed the creation of the stones of power. The battles were many and the losses on the side of evil were great indeed! The wizards, now armed with the stones nearly rid the world of all evil. All that remained to do to banish it for all time was to place the three stones in a special magical setting prepared far beneath Ard. But the struggle was costly to the wizards as well, for there were only three left. In a moment of weakness and panic, the three remaining wizards fled the fortress, each taking one of the great stones in a different direction. With Ard abandoned and the stones separated, the evil that had all but vanished returned with avengance. Hate and greed

filled the hearts of many, terrible monsters began appearing, and denoms and devils walked the earth. The mages who had taken the power stones each tried to fashioned a means of protection but the evil ones sought them out, and on their own they were not powerful enough to resist. In time, each of the wizards was destroyed and the stones fell to those who had conquered. The forces of evil used the over run strongholds to guard the stones for they knew the stones could not be destroyed but so long as they are kept appart and away from Ard, evil would flurish in our world.

"It has been said that the destiny of the power stones of Ard is that each will be found by a different, lone warrior armed with great weapons and powerful magic. I must say you certainly don't look the part but this would not be the first time I found looks to be deceiving. Should you be willing to test your metal, your path shall lead along the south road. It will take you to the north entrance of the walled town of Baron's Keep. There you will find great adventure as well as great danger. You have not set for yourself an easy task, young one, but if luck and the fates are with you, there you will also find a small, blue, pulsating treasure, a power stone of Ard, the one known as the Spirit Stone!"

ON TO THE QUEST!

PLAYING THE ADVENTURE

START-UP

Before running this program, you should make a back-up copy of this disk. Save the original disk as a master and NEVER use it to run the program. When ready to start, make sure you are booting up from a cold start. There should be nothing in your computer's memory prior to loading. Insert the program disk into drive "0". Type:

LOADM"ARD"

and press <ENTER>. At the OK prompt, type:

EXEC

and press <ENTER>. You will be asked if you are using an RGB monitor. Simply press the <Y> or <N> key depending on your system to get the proper set of colors.

CHARACTER SELECTION

After the opening title, you will be asked if you wish to use the character already on the disk or create a new one. To use the existing character, all you need do is press the <SPACE BAR>. In order to generate a new character, press the <RIGHT ARROW> key. This will cause the box at the bottom of the screen to shift to the right, indicating your intention. Pressing the <SPACE BAR> at this time will send the program to the Ability Score Generator (or ASG). Prior to pressing the <SPACE BAR> the box may be moved left or right as much as needed while you decide what to do.

Due to space limitations there is only room for one character per disk, however. If you do choose to create a new character then whatever existing character you had on that disk will be lost. Therefore, if you plan to save more than one character, just make a few extra back-up copies. That way when you are ready to start a new character but don't want to lose your old one, you simply put in a new disk and go!

CHARACTER GENERATION

Should you elect to create a new character, then you will find yourself in the ASG. This is where you have a chance to "custom design" the character who will be your champion in the quest for the spirit stone. There are eight characteristics which will make your creation unique; name, race, sex, strength, intellect, dexterity, constitution, and health points.

NAME - This can be anything you want as long as it does not exceed a combination of eleven letters and spaces. If you make a mistake then press the <LEFT ARROW> key and you will start over. When you have correctly typed the name you have chosen, press the <ENTER> key and that name will be recorded.

RACE - You will next be asked to chose a race. This is done by pressing the key corresponding to the first letter of the name of the race you have chosen. To help you visualive the different general appearances of the races, think of the elves as being slightly shorter and thinner than humans. Dwarves are two or so feet shorter on average than humans but tend to be much stockier. And size wise, gnomes can be thought of as half-size humans.

SEX - You have the choice of male or female which is plenty. Press the <M> or <F> key to select.

The next four attributes or abilities (strength, intellect, dexterity, and constitution) are chosen as a block or group. By using the <RIGHT ARROW> and <LEFT ARROW> keys you are able to choose the group of scores which you feel will give your character the best chance of success. The higher the score the better. You may consider a score of 12 to 14 to be about average. When you have positioned the box around the grouping you have chosen, press the <SPACE BAR> and your choice will be recorded.

As you might expect, each ability has an effect on different aspects of the game. A little commonsense and experience will help you make the best selection.

STRENGTH - This is a measure of raw, physical strength so it will be helpful in physical activities.

INTELLECT - This is a measure of mental ability and will help your character with spell use and problem solving.

DEXTERITY - The better you can dodge attacks then the better your armor rating.

CONSTITUTION - This measures how long a character can go without food or drink.

Once the above abilities have been selected, your computer will generate two more scores, gold and health points.

GOLD - The amount of gold shown is the

number of gold pieces you will start the adventure with. This number can go up and down as the game progresses.

HEALTH POINTS - Health points also can go up and down. These are what are lost in the event of any physical injury. Should your health points dwindle away to zero or below, then your character dies. Any opponent that must be fought will also have a number of health points although you will not know how many. These opponents will be killed when you have reduced their health points to zero or below by physical or magical means.

NOTE

Up until this point, the old character is still on file on the disk as no new information has yet been recorded on the disk. Should you decide you would rather save the old character instead of the newly created one, simply remove the disk from the drive, turn off your computer for fifteen seconds or more, turn the computer back on, reinsert the disk, and begin again.

Now that you have generated all the needed information for your character, you are ready to proceed with the quest. Simply press the <SPACE BAR>. You will have to wait a few moments while your computer reads from the disk all the information it needs to begin.

STARTING THE ADVENTURE

Take a moment here to study some of the features of the game screen. You may find it helpful to have the adventure running so you can see the display. However, you may wish

to become familiar with some of the basic game mechanics before proceeding.

ABILITY SCORES - As you can see, these scores are written twice. The column of scores to the left represent the maximum for that characteristic for that character. These scores change only under special situations. Those scores in the white area are "current" scores reflecting the temporary condition of your character. These are very subject to change although they will never be greater than those to the left.

IN HAND - This indicates what your character is holding. Picking up an object does not automatically put it in the character's hand. In hand really means you are ready to use an object for a special purpose. For example, if you find a sword and pick it up, "IN HAND" will not change. It is assumed that your character picked it up and put it away for later use. Later, when encountering a monster, if you wish to <A>tack with that sword, you will have to put it "IN HAND". Otherwise, whatever is "IN HAND" is what your character is <A>tacking with and the damage you do will be adjusted accordingly.

LEVEL - Your level is an indication of the degree of skill as a fighter which your character has managed to obtain. Two things are required to increase your level of skill, experience and gold. To see if you have met the conditions for advancement to the next level, your character should enter the guild hall.

A. R. - This number is your armor rating which indicates how well protected the character is from the attacks of opponents. The worst A. R. one can have is zero. Most

characters will start with some number that is a little higher than this due to their dexterity. The upper limit of A. R. depends on many factors.

TEXT AREA - This is the large box in the lower left hand corner. Here you are given information, asked questions, and generally interact with the adventure. Do not be confused by text that stays on the screen. If no new information is to be put in this area then the text does not move. This means that what was written for one situation may still be there when you enter another. When entering a response, if you make a typing mistake or change your mind, pressing the <LEFT ARROW> key will errase the entire line and you may start over. Your response must not exceed one line and infact will seldom exceed two or at most three words.

WT OF LOAD - This reflects the total weight of all the items your character is carrying.

EX PTS - Each time you defeat an opponent you will be given experience points. This amount will be added to whatever experience points you already have and the total will be shown here. It is up to those at the guild hall to examine your amount of experience and, by comparing it to certain factors, determine if your character has earned the right to advance to the next skill level.

MAP AREA - This box in the lower, right-hand corner gives you an over head visual representation of the area or room your character is in. Many times this will be the only information you will be given about a location.

SPELLS - In here you will find a list of

all the spells your character has learned. At the start of the game this area will be blank. By pressing the <ALT> key an inventory of the items being carried will be displayed here.

GOLD - This area also has two functions. In its usual state it displays the number of gold pieces your character is carrying. However, if you press and hold the <CTRL> key, this area will display the amount of gold you have on account at the guild hall. To put money on account, you simply go TO (not IN) the guild hall and drop some gold. Whatever amount is dropped is added to your account and it is this gold that is required for advancement of levels.

READY INDICATOR - These are the dots you see "flashing" at the top of your screen. If these are active then the program is at the "command" level and is waiting for you to hit a "command key" (see below). If they are stationary, then the program is doing internal business, reading from the disk, or waiting for you to make some type of response (usually one that requires you to press <ENTER> afterward). If you have waited 10 to 15 seconds with the indicators inactive, there is no sign of disk operation, and you are not aware of any response needed, then try pressing <N> followed by <ENTER>. This should free the system and take you back to the command level.

COMMAND KEYS

Many adventure games require you to type in a verb-noun combination such as "DRAW SWORD" or some abbreviation thereof. With one notable exception, the <S> key, all command verbs in this adventure game require only a single key

stroke. The following is a list of each command key and a brief explanation of its use. Some of the commands will ask for the name of the object upon which to act while some will act automatically (the automatic commands will be identified with an "*"). When entering the name of an object be as brief as possible but be exact. You should type in "SWORD" not "THE SWORD" but if the description of an object includes an adjective then you should use that adjective, as in "GRAY CLOAK". Be sure that all typing is done in capital letters and all spelling and spaces are correct. Use the <LEFT ARROW> key if you need to make a correction.

<ARROW KEYS> - These are used to indicate in which direction you wish your character to move. The <UP ARROW> will move you to the location that is adjoining the top of what is shown in the map area. Moving in this direction will be considered going north. <RIGHT>, <DOWN>, and <LEFT> correspond to east, south, and west. In the town of Baron's Keep, you may not move through the gray wall which surrounds the town except at the main gate where there is an exit. As you would expect, you will not be able to move in just any direction. An attempt to make an illegal move will not be successful and will cost you one health point. <ARROW KEYS> are also used to move into buildings or areas associated with the part of town you are currently in. However they are not used to move out of these. See <F1> below. The one exception to all of this is the maze. Good luck in there.

*<ALT> - This displays an inventory of all items being carried (except for gold) and the weight of each. The adventure can not continue until you have exited the inventory

by pressing the <SPACE BAR>. In later stages of the game, there may be more than one page of items. This command key will not work when the map area indicates that you are "IN" (again, except in the maze).

*<CTRL> - As long as this key is held down, the amount of gold on account at the guild hall will be displayed in the box marked "GOLD". You can not continue until you release this key.

*<F1> - Use this key to exit a building or area you have entered while in town. Except for the maze, if you see the word "IN" in the map area, you must press <F1> to get out. There are some places you will leave automatically. The <ARROW KEYS> will not get you out of a building.

*<F2> - Pressing and holding this key will cause a 5' X 5' grid to be drawn over individual rooms and corridors.

*<A> ATTACK - This command allows you to fight an opponent. Whatever is "IN HAND" will be what your character is hitting with. Empty hand combat is possible if you do not have or forget to hold a weapon. Since you have many options during combat, you must actively press command keys after your opponent has attacked. In other words, during a fight, pressing the <A> key is good for only one swing of your weapon.

 BUY - This command shows your intention to make a purchase. Most of places you enter that have items or services to sell will automatically put you into this command. You will find the command useful when buying more than one item. You will have to indicate the item you wish to buy before being told the price.

<C> CLIMB - Dexterity will help here. You should note that climbing will automatically empty your hands.

<D> DROP - This is used when you no longer wish to carry an item. If you are trying to carry too much then you will see your inventory displayed after which the program will go to this command. To drop gold, type "GOLD" when asked what you wish to drop. You will then be prompted to enter an amount. Remember, gold dropped while just outside the guild hall is on account there and you must have enough gold on account before you can advance in skill levels as a fighter.

<E> EAT/DRINK - By eating and/or drinking you can regain some lost constitution points which are an indicator of your relative hunger/thirst.

<F> FILL - This command has to do with a flask. If you have the flask you can try to fill it with something so you will have it later.

<G> GET - This works in most respects like the "DROP" command only in reverse. You will not be able to "GET" everything you encounter but sometimes if you are told you can't "GET" something it could be that you are not stating the noun properly (ie. incorrect spelling, use of extra words, left out adjectives, etc.). On occasion, you will try to "GET" more than your character can carry. After being shown the inventory you will be asked to "DROP" something.

*<H> HINT - These hints may or may not be helpful to you but if you hit this key it is taken as a show of lesser intellect and the game will reflect that.

<I> IN HAND - Use this command to change what is in your character's hand. The item you put here is what the program will recognize as the item you plan to use when pressing certain other command keys. If you do not wish to hold anything then at the prompt just press <ENTER>.

*<J> JUMP - This command may get you past some obstacles.

*<K> KICK - This is an alternate physical attack. It is not affected by what is in hand.

*<L> LISTEN - Think of this as standing very still and quiet, doing nothing but trying to hear any unusual sounds.

<M> MAGIC - You should press this key when you are ready to use a spell or magical device. You will be asked to press <1> or <2> to indicate which you plan to use. If you indicate spell, then you will be asked which spell. Your response should be the number of that spell from your spell list.

*<N> NOTHING - This key is to be used for all negative responses, to indicate "NOTHING", or to indicate that you wish to DO nothing at any particular time.

<O> OPEN - You may use this command to interact with anything you want your character to try to open. This command is not needed to open doors.

<P> PUSH - Again, your character can push on anything but remember that pushing mountains doesn't accomplish much.

*<Q> QUIT - This is the game save feature.

Be sure to press this key when you are ready to end a session or all of your hard adventuring will be lost. Once all data has been stored on the disk, the text area will clear and

"THE POWER STONES OF ARD"

will scroll up. It is now save to remove the disk. I recomend turning your computer off for 10 to 15 seconds before running your next program.

<R> READ - Be sure to give the proper description of what it is you want to read or you will be told that you can't read it.

<S> SPECIAL - This command key is different from all the rest. It allows you to input commands that are not covered by the regular keys. After pressing <S>, you will be asked what you wish to do. Your response should be in the form of:

VERB+NOUN or VERB+ADJ+NOUN

Of course, the number of verbs the program will understand is limited but it does give you a chance to be inventive as well as make the adventure more challenging.

<T> TALK - This command enables your character to speak. In almost all cases, you should limit what you say to one or two words. You may have to try several words with similar meanings before you "say" the right thing.

*<U> UNLOCK - If you have a key then this is a useful command.

*<V> VOLLY - This command will cause your character to throw whatever is in hand. If

you are in combat then the throw will be an attempt to hit your opponent.

*<W> WATER - When your character is in the presence of a body of water, pressing this key means that your character has moved to the water and further commands will have to do with that water if applicable.

<X> EXAMINE - This is how you take a close look at places or things. Entering "R" means that you want to take a general look around at the room or area your character is in. Otherwise, enter the name of what you wish to look at.

<Y> YANK/PULL - This command is similar but oppisite to "PUSH" as the name implies.

*<Z> SLEEP - Physical combat is very exhausting so fighting makes you tired. This is reflected in the temporary loss of strength points. One way to regain those lost points is by sleeping.

Now that you know how to interact with this new world you are ready to explore it. Your character will start just inside the main gate of Baron's Keep. Going north here will take you out of the town which is what you want to do AFTER your quest is complete. Since you arrive empty handed and unarmed, I might suggest that your first order of business is to find a weapon. Remember that this program in almost all cases requires that your input be exact. Just because something you try doesn't work, don't give up too easily. You may simply need to rephrase it slightly. And don't be so sure you know everything that is in a room or area. Good luck and good adventuring!!!

NOTES

NOTES

COMMAND KEYS

*<A> ATTACK	*<UP ARROW> NORTH
 BUY	
<C> CLIMB	*<RIGHT ARROW> EAST
<D> DROP	
<E> EAT/DRINK	*<DOWN ARROW> SOUTH
<F> FILL	
<G> GET	*<LEFT ARROW> WEST
*<H> HINT	
<I> IN HAND	
*<J> JUMP	
*<K> KICK	
*<L> LISTEN	
<M> MAGIC	
*<N> NOTHING	*<ALT> INVENTORY
<O> OPEN	
<P> PUSH	*<CTRL> GOLD ON ACCOUNT
<Q> QUIT	
<R> READ	*<F1> EXIT BUILDING
<S> SPECIAL	
<T> TALK	*<F2> 5' X 5' GRID
*<U> UNLOCK	
*<V> VOLLY	
*<W> WATER	
<X> EXAMINE	
<Y> YANK/PULL	
*<Z> SLEEP	

* = automatic execute command

Arrows on stairs point down.

Open ends of hallway diagrams adjoin other hallways and may be passed freely.